COMICO

ROBOTECH™ MASTERS

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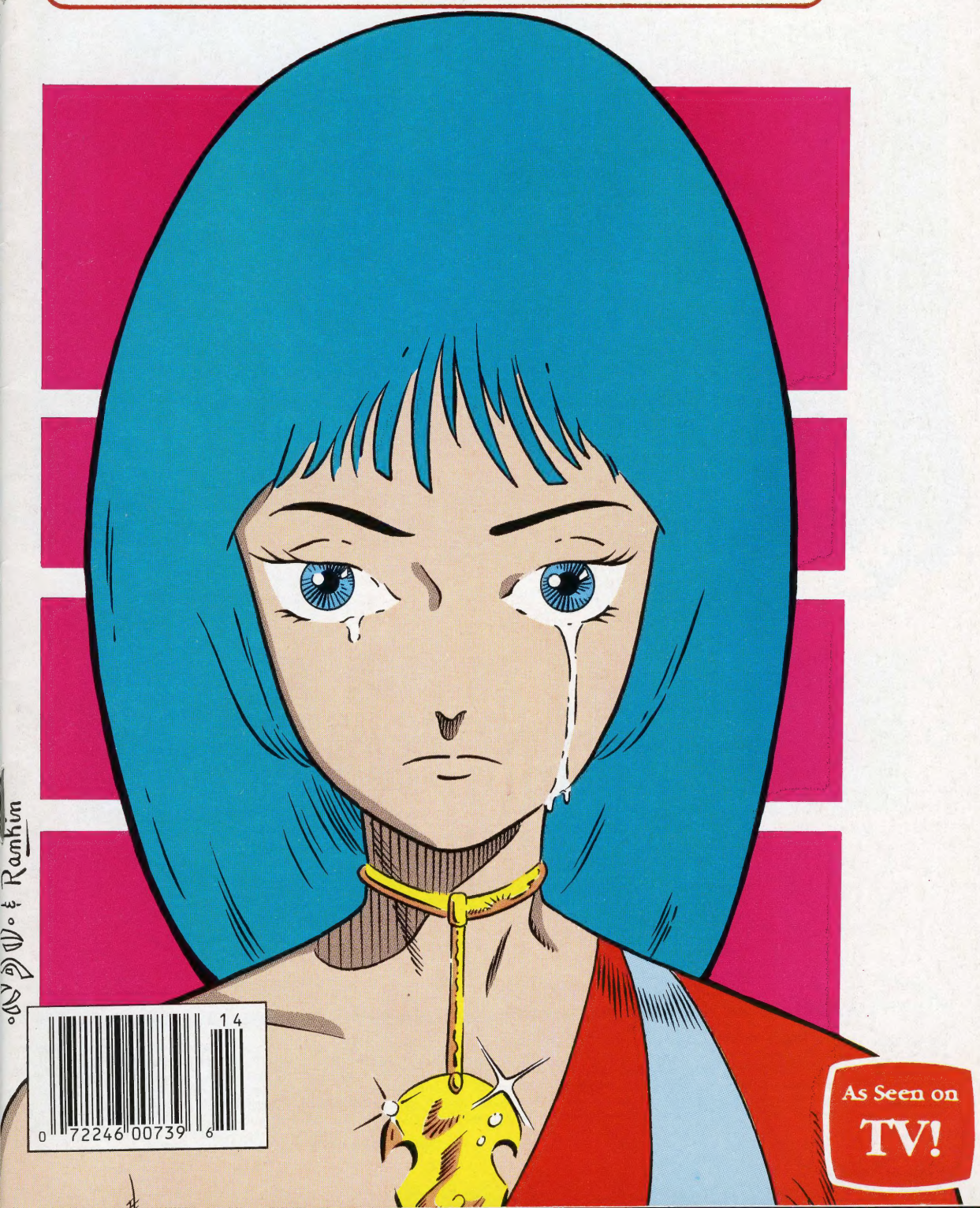

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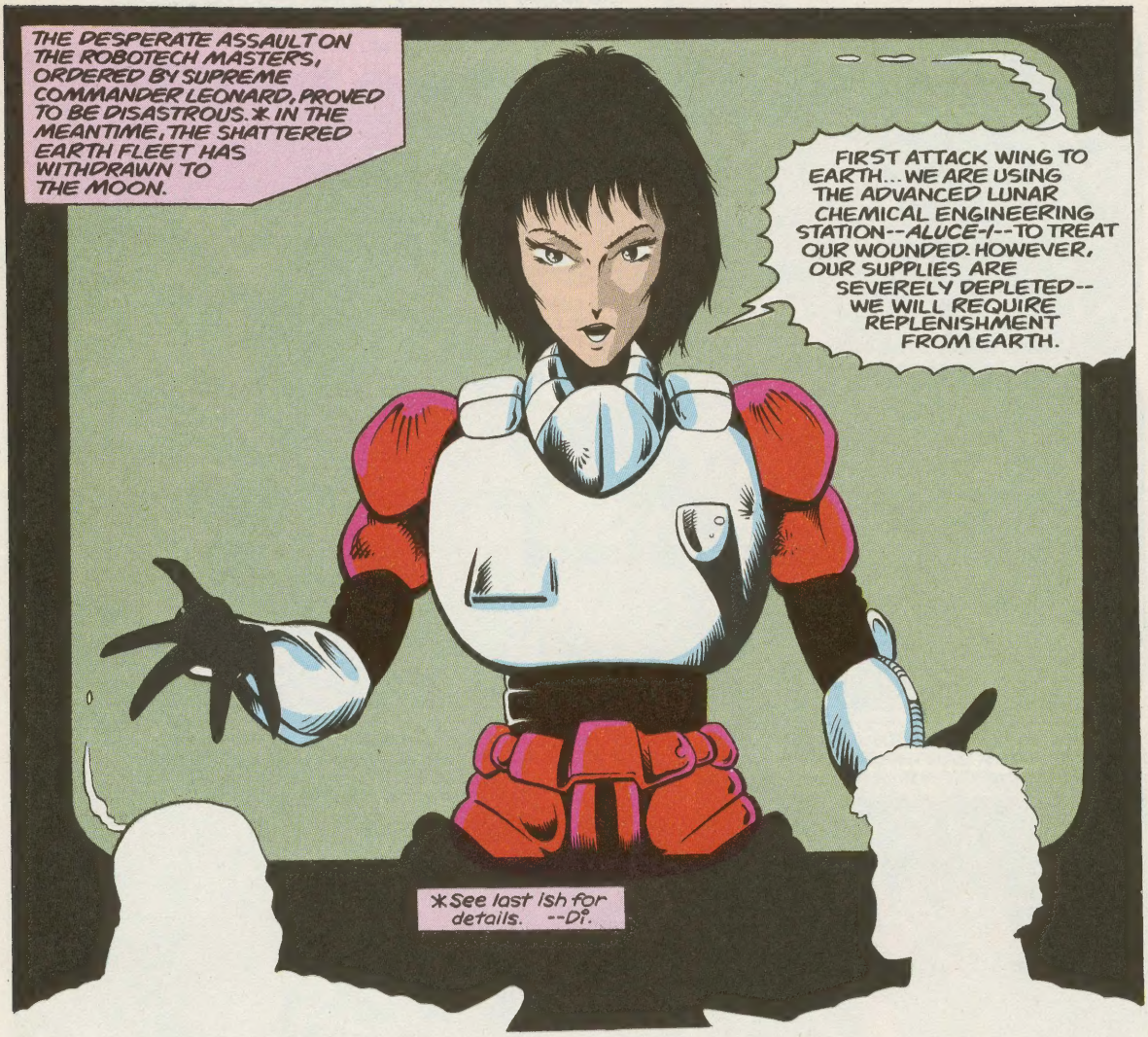
THE DESPERATE ASSAULT ON THE ROBOTECH MASTERS, ORDERED BY SUPREME COMMANDER LEONARD, PROVED TO BE DISASTROUS.* IN THE MEANTIME, THE SHATTERED EARTH FLEET HAS WITHDRAWN TO THE MOON.
FIRST ATTACK WING TO EARTH... WE ARE USING THE ADVANCED LUNAR CHEMICAL ENGINEERING STATION--ALUCE-I--TO TREAT OUR WOUNDED. HOWEVER, OUR SUPPLIES ARE SEVERELY DEPLETED-- WE WILL REQUIRE REPLENISHMENT FROM EARTH.
*See last ish for details. --Di.

CLONE CHAMBER

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NEIL D. VOKES
PENCILLER

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INKER

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LETTERER

TOM VINCENT
COLORIST

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EDITOR

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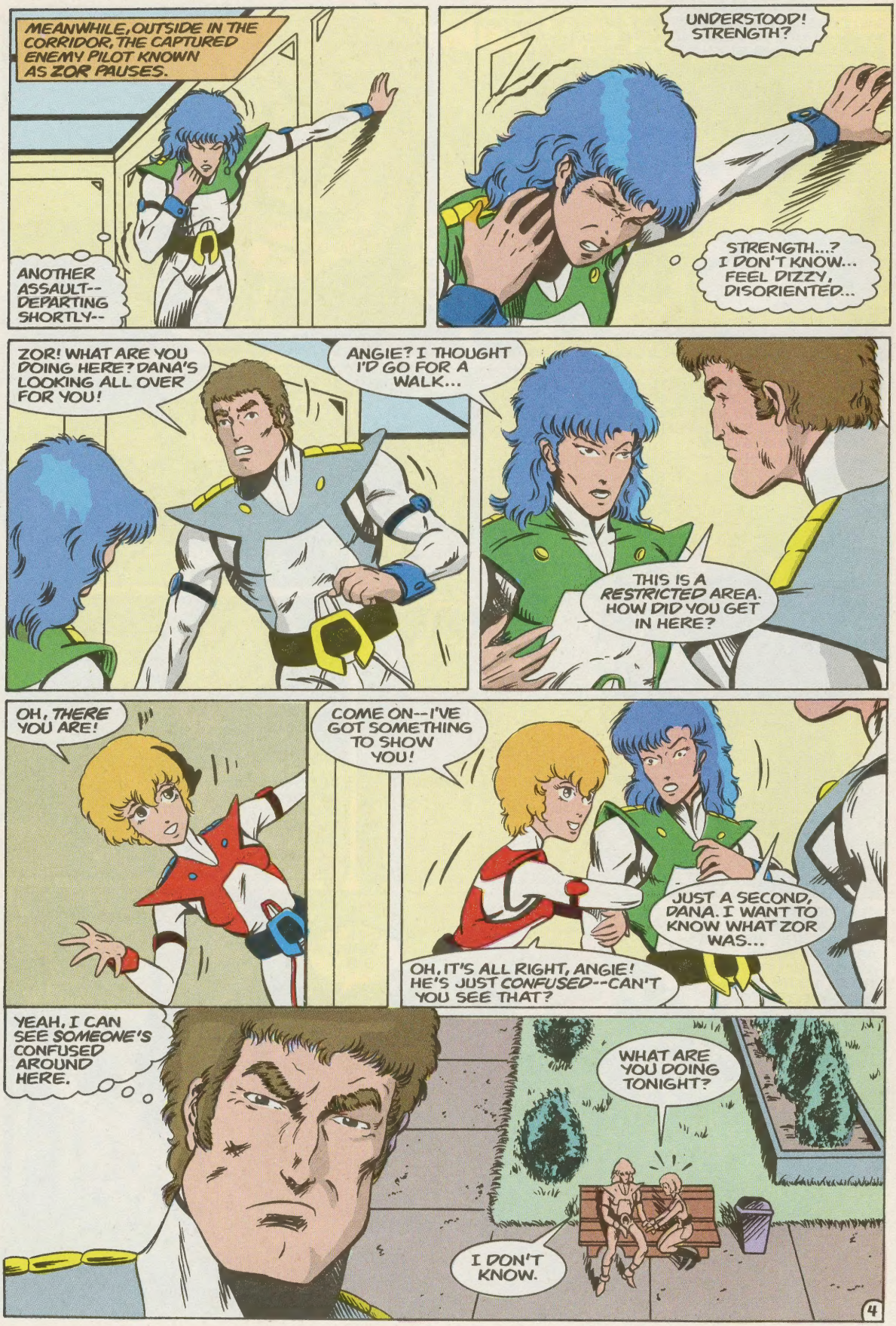
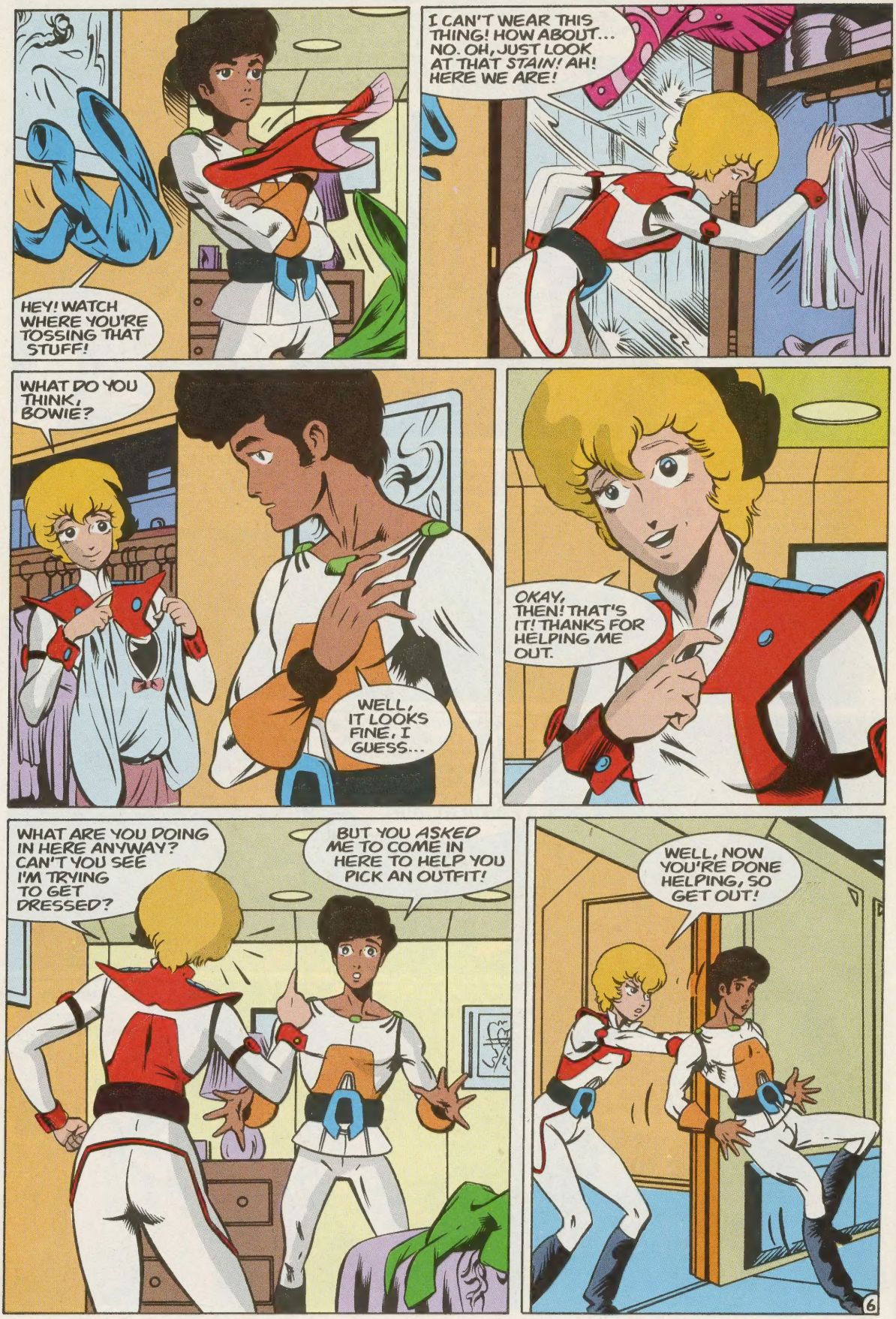
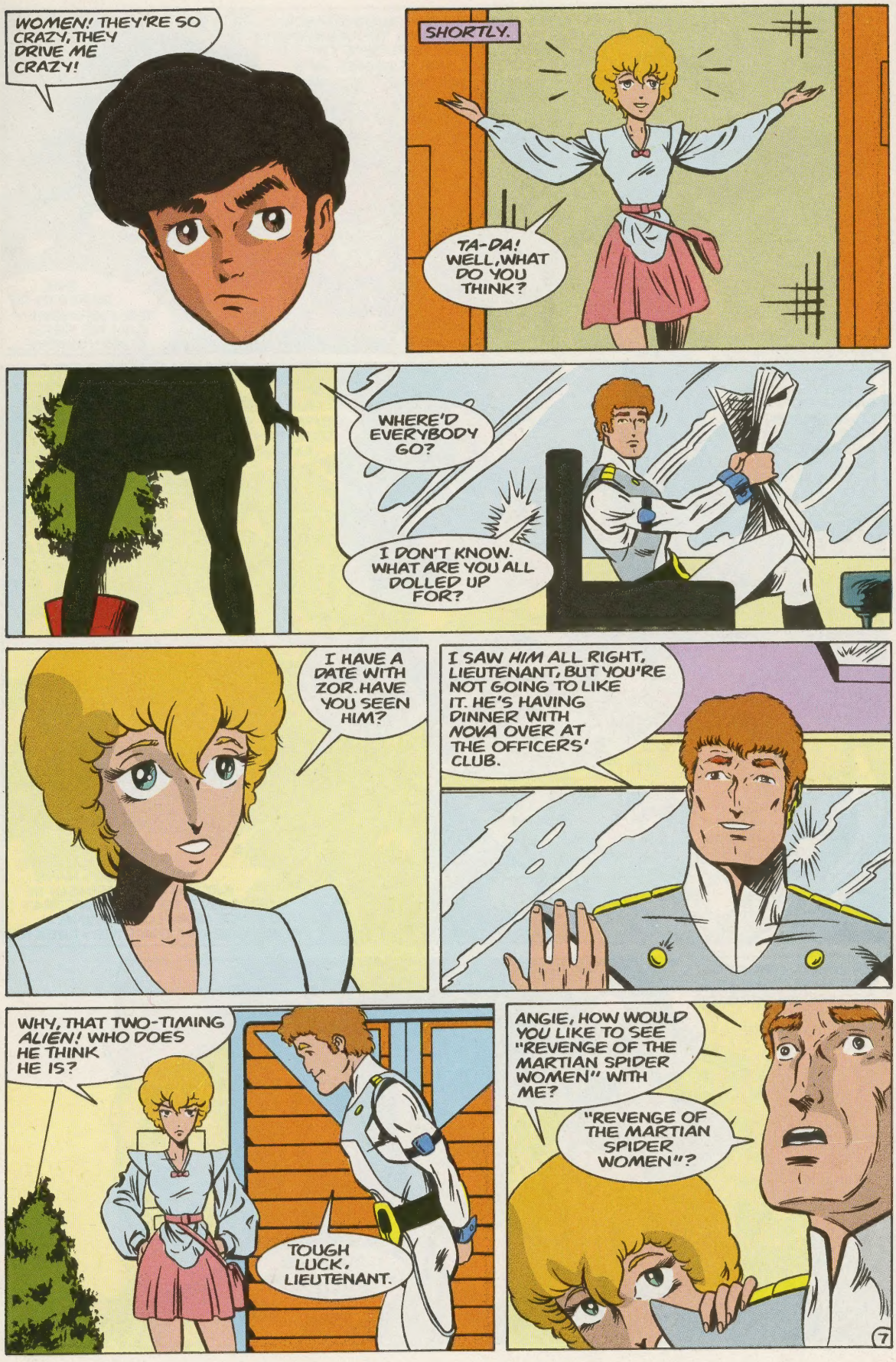
THE ALUCE STATION HAS BEEN SEVERELY DAMAGED BY THE ENEMY ASSAULT. WE ARE DOING OUR BEST TO EFFECT REPAIRS WITH THE LIMITED RESOURCES AVAILABLE TO US...
IN ADDITION TO OUR OWN CASUALTIES, WE MUST CARE FOR APPROXIMATELY SIXTY SURVIVORS OF THE ALUCE STATION, HURT DURING THE ENEMY BOMBARDMENT.
WE URGENTLY REQUIRE A RELIEF FORCE FROM EARTH. LT. MARIE CRYSTAL, OVER AND OUT.
WELL, GENERAL EMERSON, IT APPEARS OUR ASSAULT ON THE ALIEN FLEET WASN'T A COMPLETE DISASTER AFTER ALL.
SIR, WHAT ARE YOU SAYING?
I'M SAYING, GENERAL EMERSON, THAT THE ALUCE STATION WILL MAKE A PERFECT MILITARY OUTPOST--ENABLING US TO STRIKE AT THE ENEMY FROM TWO PLACES AT ONCE. FINALLY--WE CAN CATCH THEM WITH THEIR PANTS DOWN!

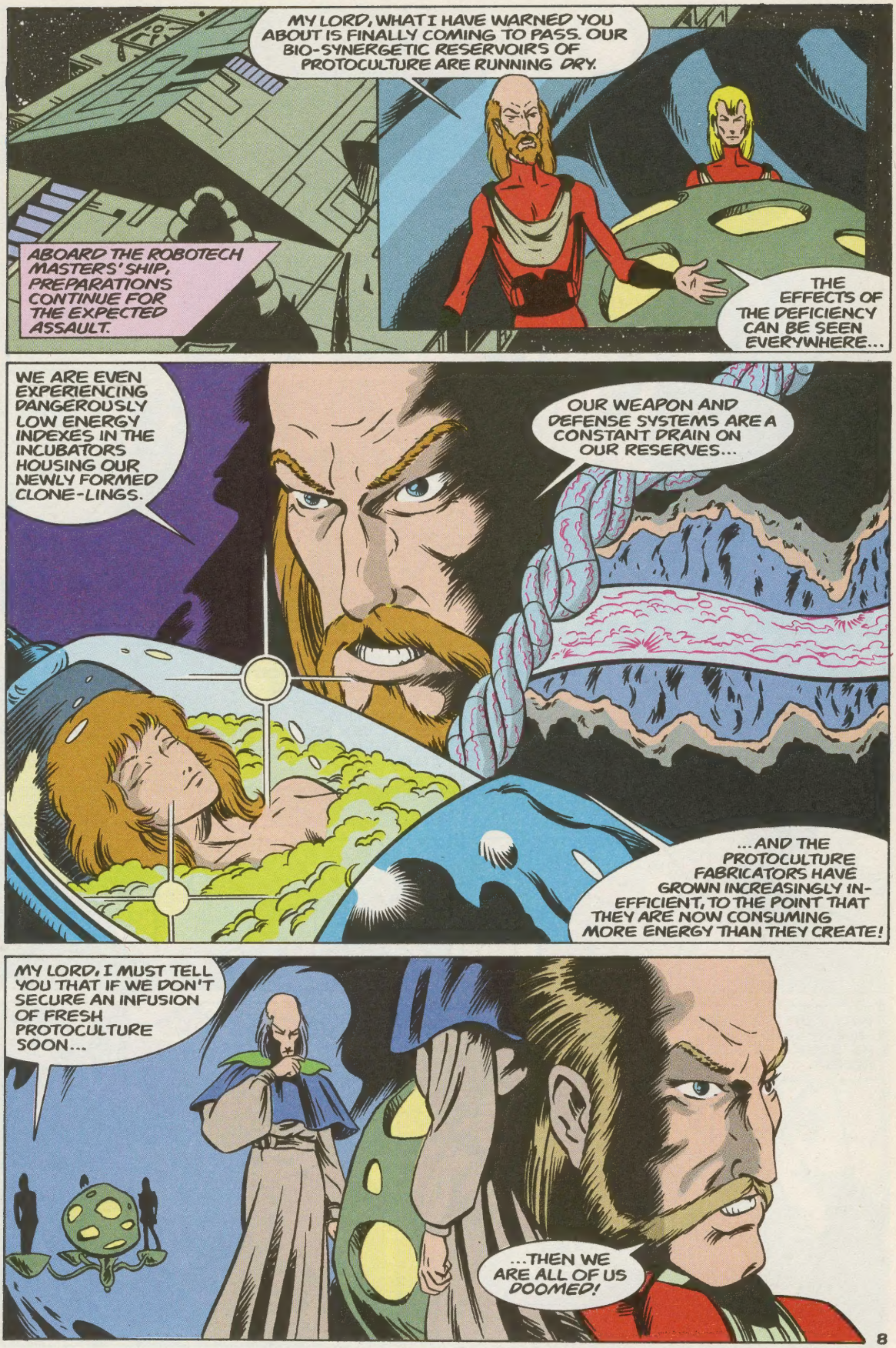
SIR, I MUST OBJECT! HAS ANY ATTEMPT BEEN MADE TO DEAL WITH THE ALIENS ON A DIPLOMATIC LEVEL? HAVE WE EVEN TRIED TO ESTABLISH COMMUNICATIONS WITH THEM?
THAT'S ENOUGH, EMERSON! SUCH TALK COMES DANGEROUSLY CLOSE TO TREASON!
WE'RE IN THE MIDDLE OF A WAR-- NOT NEGOTIATIONS! WE MUST WIPE THE ENEMY OUT! AND THE ALUCE BASE PROVIDES THE PERFECT STAGING PLATFORM!
SIR, I CONCUR. IT WOULD SEEM AS IF THE ENEMY IS COMPLETELY IN THE DARK AS TO ALUCE'S EXISTENCE.
THESE FOOLS! HOW MANY MORE MUST DIE BEFORE THEY COME TO THEIR SENSES?
ALL RIGHT-- IF THERE IS NO FURTHER DISCUSSION, I WANT THE SECOND ASSAULT WAVE MOBILIZED. PREPARE THEM TO RELIEVE OUR FORCES ON MOON BASE ALUCE.
YES, SIR.


MEANWHILE, OUTSIDE IN THE CORRIDOR, THE CAPTURED ENEMY PILOT KNOWN AS ZOR PAUSES.
ANOTHER ASSAULT-- DEPARTING SHORTLY--
UNDERSTOOD! STRENGTH?
STRENGTH...? I DON'T KNOW... FEEL DIZZY, DISORIENTED...
ZOR! WHAT ARE YOU DOING HERE? DANA'S LOOKING ALL OVER FOR YOU!
ANGIE? I THOUGHT I'D GO FOR A WALK...
THIS IS A RESTRICTED AREA. HOW DID YOU GET IN HERE?
OH, THERE YOU ARE!
COME ON--I'VE GOT SOMETHING TO SHOW YOU!
JUST A SECOND, DANA. I WANT TO KNOW WHAT ZOR WAS...
OH, IT'S ALL RIGHT, ANGIE! HE'S JUST CONFUSED--CAN'T YOU SEE THAT?
YEAH, I CAN SEE SOMEONE'S CONFUSED AROUND HERE.
WHAT ARE YOU DOING TONIGHT?
I DON'T KNOW.
4

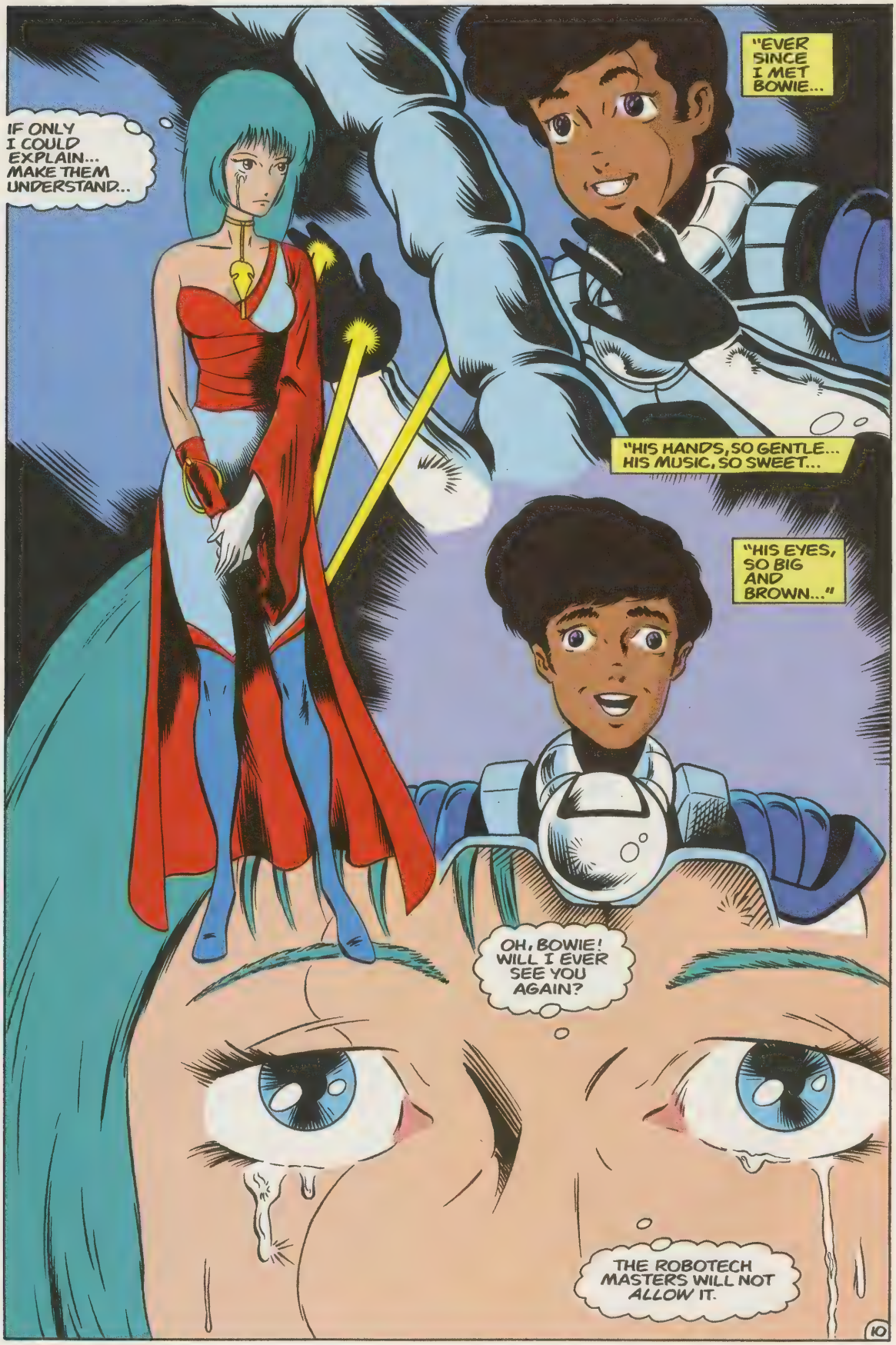
WELL, I DO! YOU'RE GOING TO SEE "REVENGE OF THE MARTIAN SPIDER WOMEN" WITH ME!
"REVENGE OF THE MARTIAN SPIDER WOMEN"?
THAT'S RIGHT! I'VE GOT TICKETS FOR TONIGHT'S SHOW. AND THEY WEREN'T CHEAP! WELL-- HOW ABOUT IT?
ABOARD THE SHIP OF THE ROBOTECH MASTERS.
YOU'RE SAYING OUR BIOROID CLONES ARE LIMITED IN THEIR EFFECTIVENESS-- IS THAT IT?
PRECISELY. THEIR CEREBRAL COMPOSITION MAKES THEM UNDEPENDABLE. THEY PERFORM ADEQUATELY AS SHOCK TROOPS--BUT IN ORDER TO PREPARE FOR THE INVID, WE'LL NEED UNITS MUCH MORE CLOSELY TIED TO THE TRIUMVIRATE.
MASTERS--I PROPOSE WE BEGIN MAXIMUM PRODUCTION OF THE NEW BIOROID DESIGNS IN PREPARATION FOR THIS UPCOMING EARTH ATTACK.
THAT MIGHT EXPLAIN OUR PROBLEM WITH ZOR PRIME. HIS NEURO-SENSOR HAS BEEN MALFUNCTIONING.
IT SEEMS THE HUMAN TRAIT KNOWN AS EMOTION MAY BE RESPONSIBLE FOR THE MALFUNCTION.
WE AWAIT YOUR APPROVAL, MY LORDS.
HMMM...
5


HEY! WATCH WHERE YOU'RE TOSSING THAT STUFF!
I CAN'T WEAR THIS THING! HOW ABOUT... NO. OH, JUST LOOK AT THAT STAIN! AH! HERE WE ARE!
WHAT DO YOU THINK, BOWIE?
WELL, IT LOOKS FINE, I GUESS...
OKAY, THEN! THAT'S IT! THANKS FOR HELPING ME OUT.
WHAT ARE YOU DOING IN HERE ANYWAY? CAN'T YOU SEE I'M TRYING TO GET DRESSED?
BUT YOU ASKED ME TO COME IN HERE TO HELP YOU PICK AN OUTFIT!
WELL, NOW YOU'RE DONE HELPING, SO GET OUT!

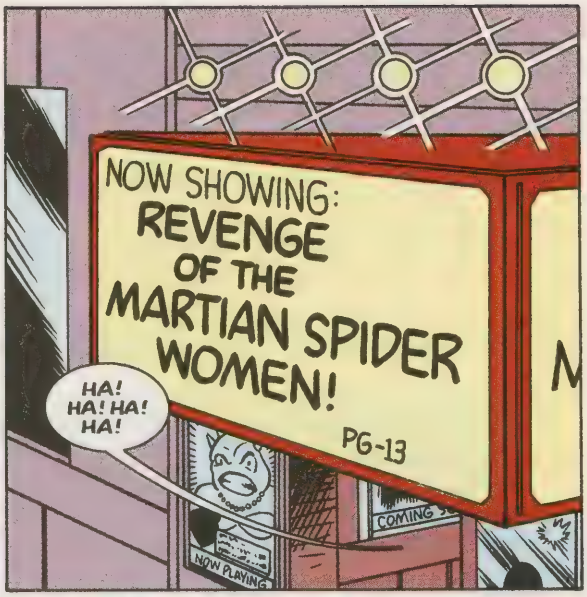

WOMEN! THEY'RE SO CRAZY, THEY DRIVE ME CRAZY!
SHORTLY.
TA-DA! WELL, WHAT DO YOU THINK?
WHERE'D EVERYBODY GO?
I DON'T KNOW. WHAT ARE YOU ALL DOLLED UP FOR?
I HAVE A DATE WITH ZOR. HAVE YOU SEEN HIM?
I SAW HIM ALL RIGHT, LIEUTENANT, BUT YOU'RE NOT GOING TO LIKE IT. HE'S HAVING DINNER WITH NOVA OVER AT THE OFFICERS' CLUB.
WHY, THAT TWO-TIMING ALIEN! WHO DOES HE THINK HE IS?
TOUGH LUCK, LIEUTENANT.
ANGIE, HOW WOULD YOU LIKE TO SEE "REVENGE OF THE MARTIAN SPIDER WOMEN" WITH ME?
"REVENGE OF THE MARTIAN SPIDER WOMEN"?
7

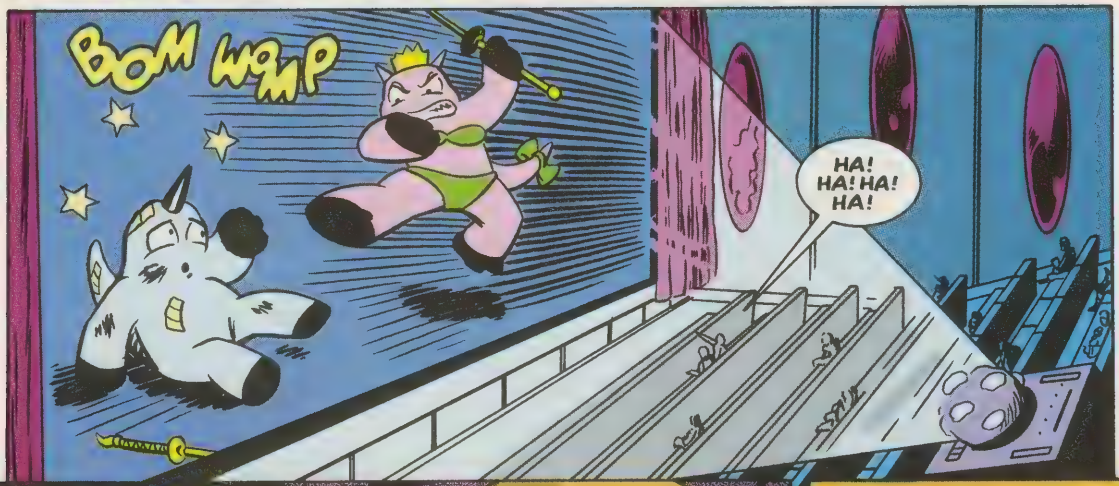

MY LORD, WHAT I HAVE WARNED YOU ABOUT IS FINALLY COMING TO PASS. OUR BIO-SYNERGETIC RESERVOIRS OF PROTOCULTURE ARE RUNNING DRY.
ABOARD THE ROBOTECH MASTERS' SHIP, PREPARATIONS CONTINUE FOR THE EXPECTED ASSAULT.
THE EFFECTS OF THE DEFICIENCY CAN BE SEEN EVERYWHERE...
WE ARE EVEN EXPERIENCING DANGEROUSLY LOW ENERGY INDEXES IN THE INCUBATORS HOUSING OUR NEWLY FORMED CLONE-LINGS.
OUR WEAPON AND DEFENSE SYSTEMS ARE A CONSTANT DRAIN ON OUR RESERVES...
...AND THE PROTOCULTURE FABRICATORS HAVE GROWN INCREASINGLY INEFFICIENT, TO THE POINT THAT THEY ARE NOW CONSUMING MORE ENERGY THAN THEY CREATE!
MY LORD, I MUST TELL YOU THAT IF WE DON'T SECURE AN INFUSION OF FRESH PROTOCULTURE SOON...
...THEN WE ARE ALL OF US DOOMED!

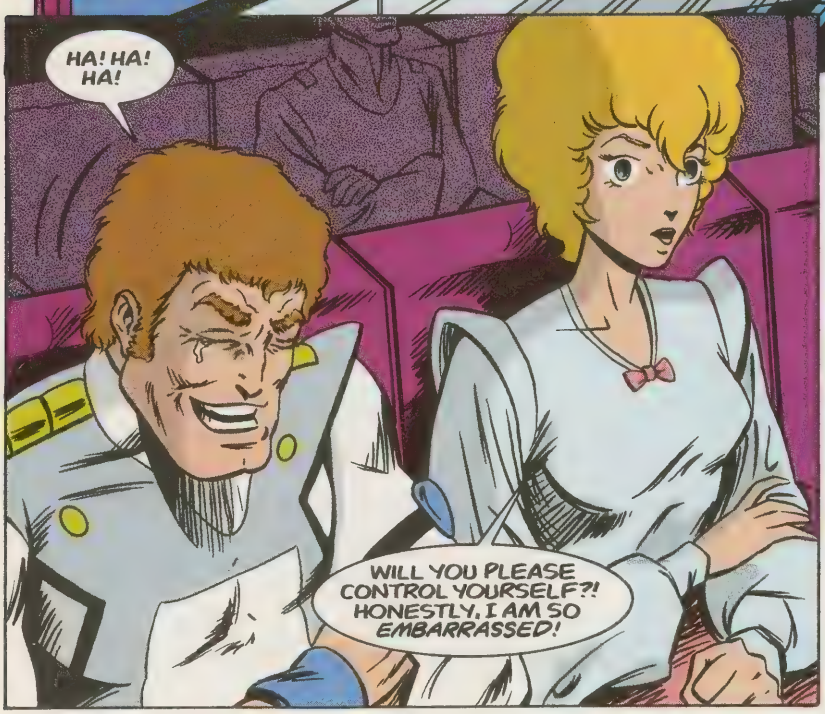
ELSEWHERE WITHIN THE GIANT SHIP, THE ALIEN MUSICIAN KNOWN AS MUSICA MEETS HER INTENDED MATE.
I KNOW THAT THE MASTERS HAVE CHOSEN US FOR EACH OTHER-- TO BE LIFE-MATES...
AND YET... AND YET... I CANNOT GO THROUGH WITH THIS, FOR MY FEELINGS LIE WITH ANOTHER...
FEELINGS?! WHAT IS THIS TALK?
HOW CAN YOU SPEAK OF THESE FEELINGS? YOU HAVE CAUGHT SOME HIDEOUS ALIEN DISEASE!
I KNOW I SHOULD NOT FEEL THEM, AND YET I DO... EVER SINCE...
WHAT IS THAT SHE IS DOING?!
SHE IS PRODUCING MOISTURE FROM HER EYES! IT IS A MANIFESTATION OF HER DISEASE!
9

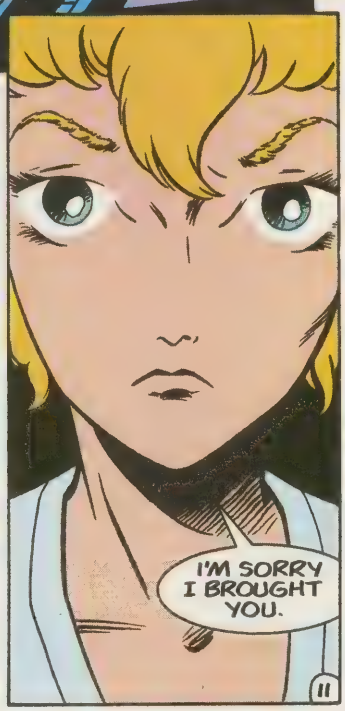

IF ONLY I COULD EXPLAIN... MAKE THEM UNDERSTAND..
"EVER SINCE I MET BOWIE...
"HIS HANDS, SO GENTLE... HIS MUSIC, SO SWEET...
"HIS EYES, SO BIG AND BROWN..."
OH, BOWIE! WILL I EVER SEE YOU AGAIN?
THE ROBOTECH MASTERS WILL NOT ALLOW IT.

OH, BOWIE... MAYBE A SONG WILL HELP ME FORGET...


NOW SHOWING:
REVENGE OF THE MARTIAN SPIDER WOMEN!
PG-13
HA! HA! HA! HA!
NOW PLAYING


BOOM WAMP
HA! HA! HA! HA!


HA! HA! HA!
WILL YOU PLEASE CONTROL YOURSELF?! HONESTLY, I AM SO EMBARRASSED!


I'M SORRY I BROUGHT YOU.
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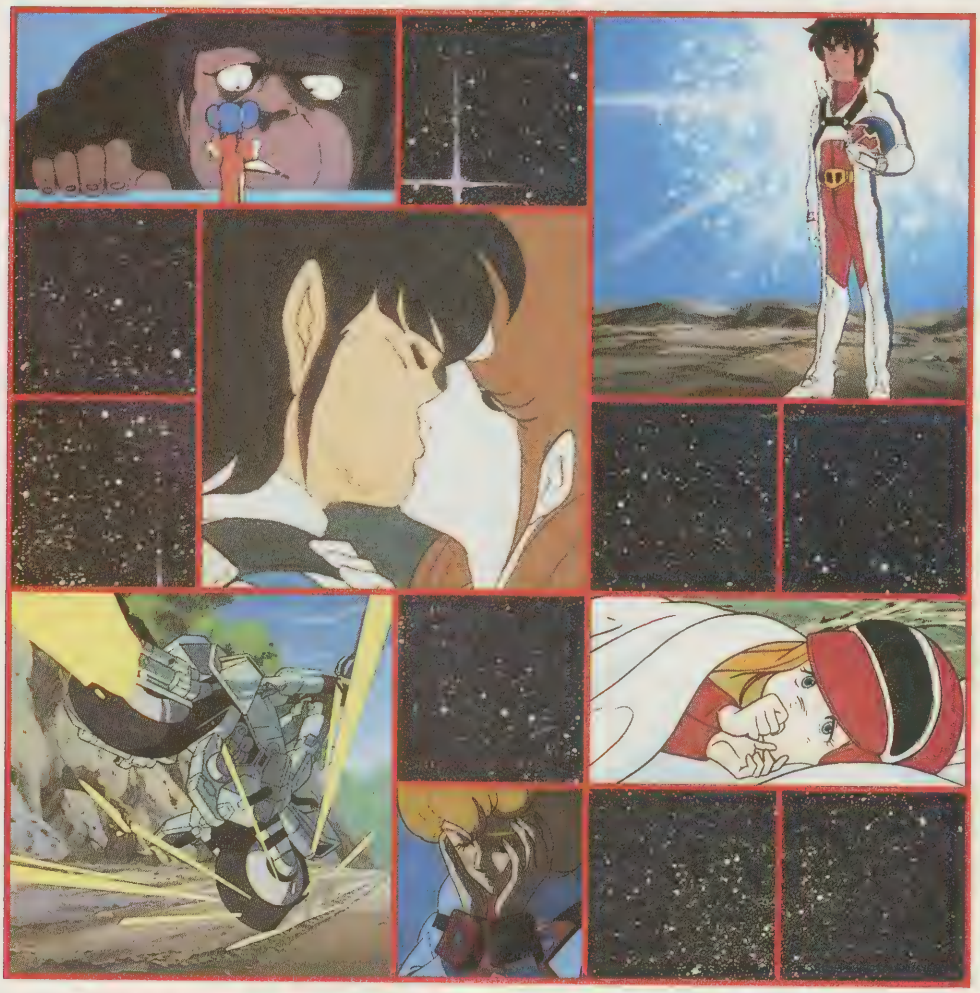

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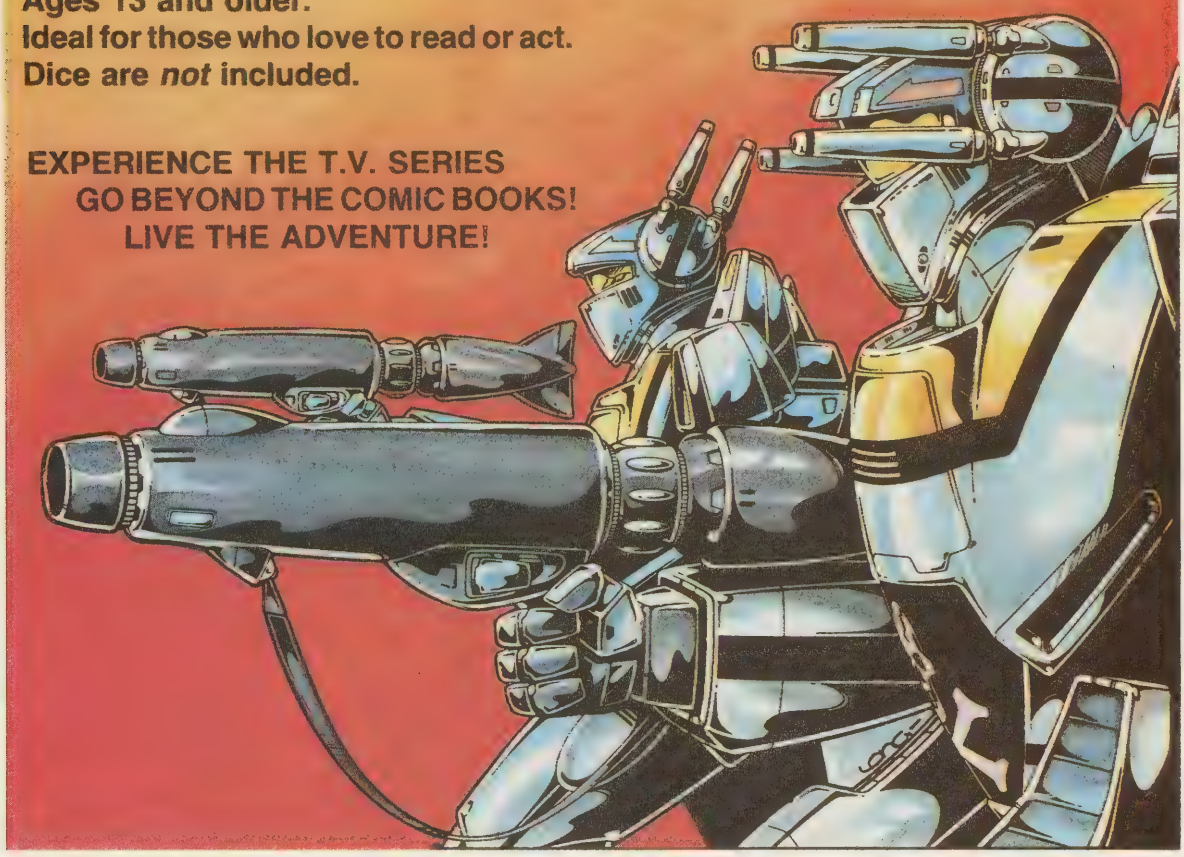

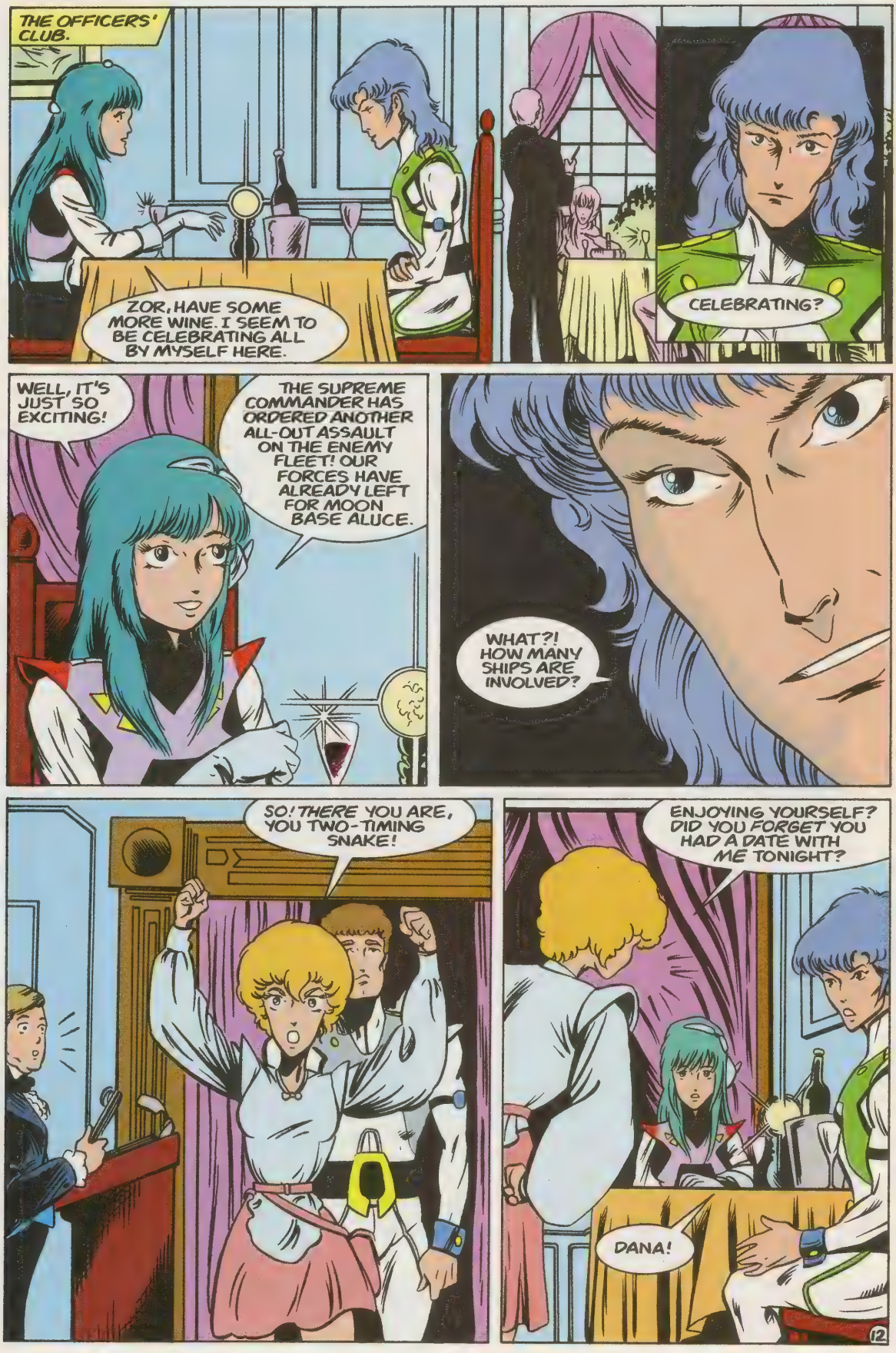
THE OFFICERS' CLUB.
ZOR, HAVE SOME MORE WINE. I SEEM TO BE CELEBRATING ALL BY MYSELF HERE.
CELEBRATING?
WELL, IT'S JUST SO EXCITING!
THE SUPREME COMMANDER HAS ORDERED ANOTHER ALL-OUT ASSAULT ON THE ENEMY FLEET! OUR FORCES HAVE ALREADY LEFT FOR MOON BASE ALUCE.
WHAT?! HOW MANY SHIPS ARE INVOLVED?
SO! THERE YOU ARE, YOU TWO-TIMING SNAKE!
ENJOYING YOURSELF? DID YOU FORGET YOU HAD A DATE WITH ME TONIGHT?
DANA!
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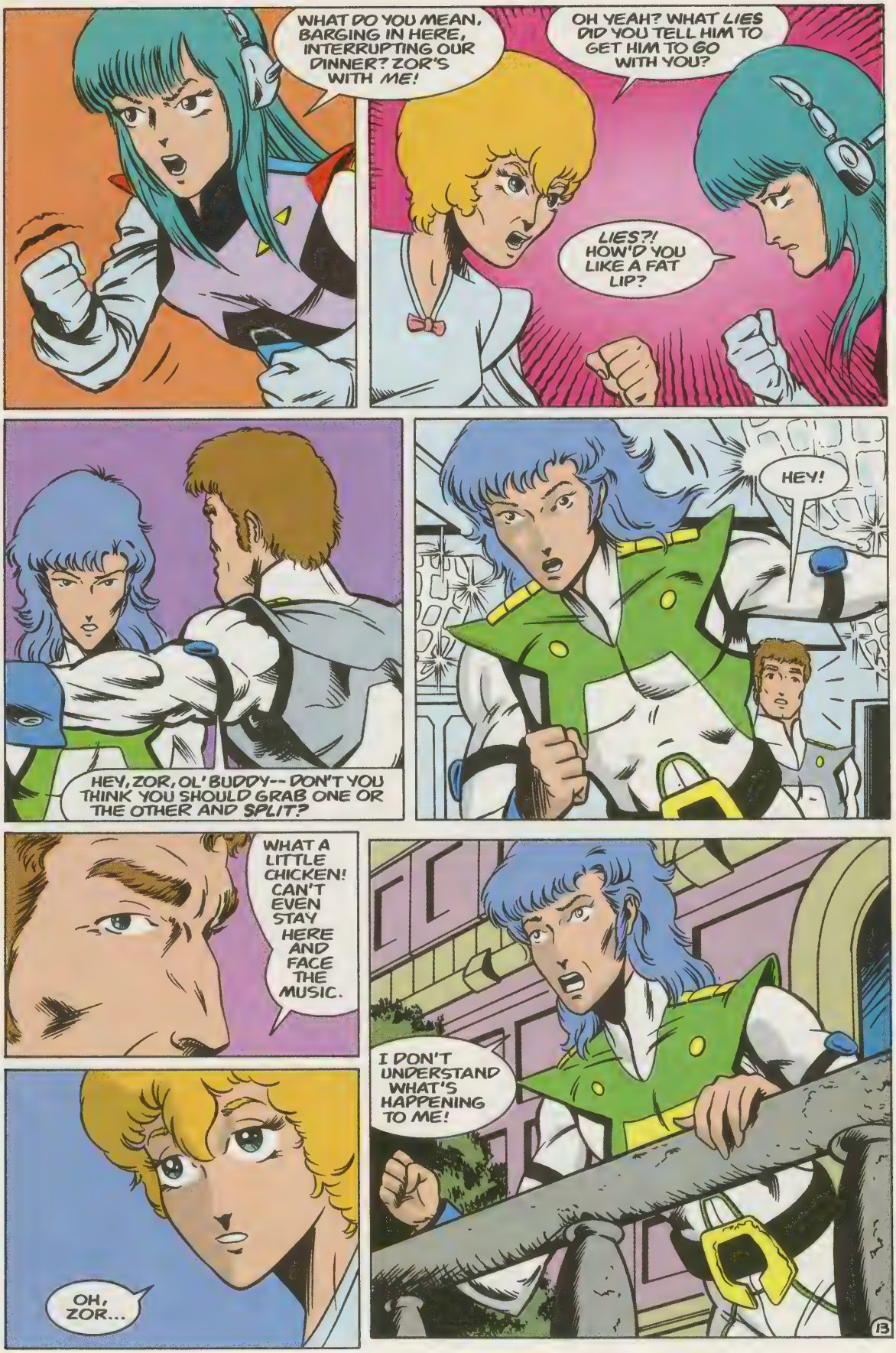
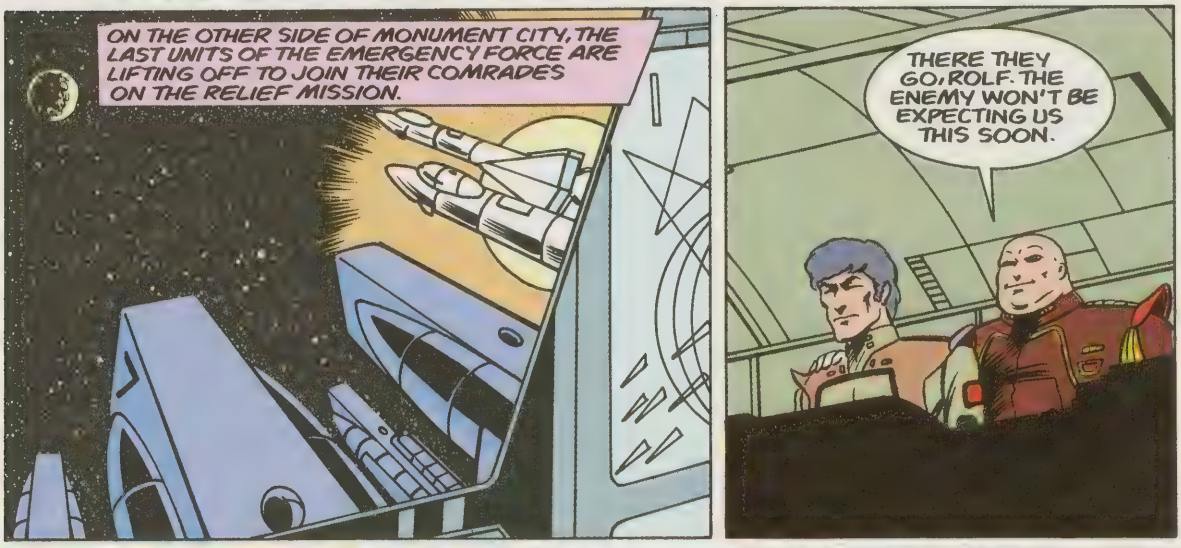
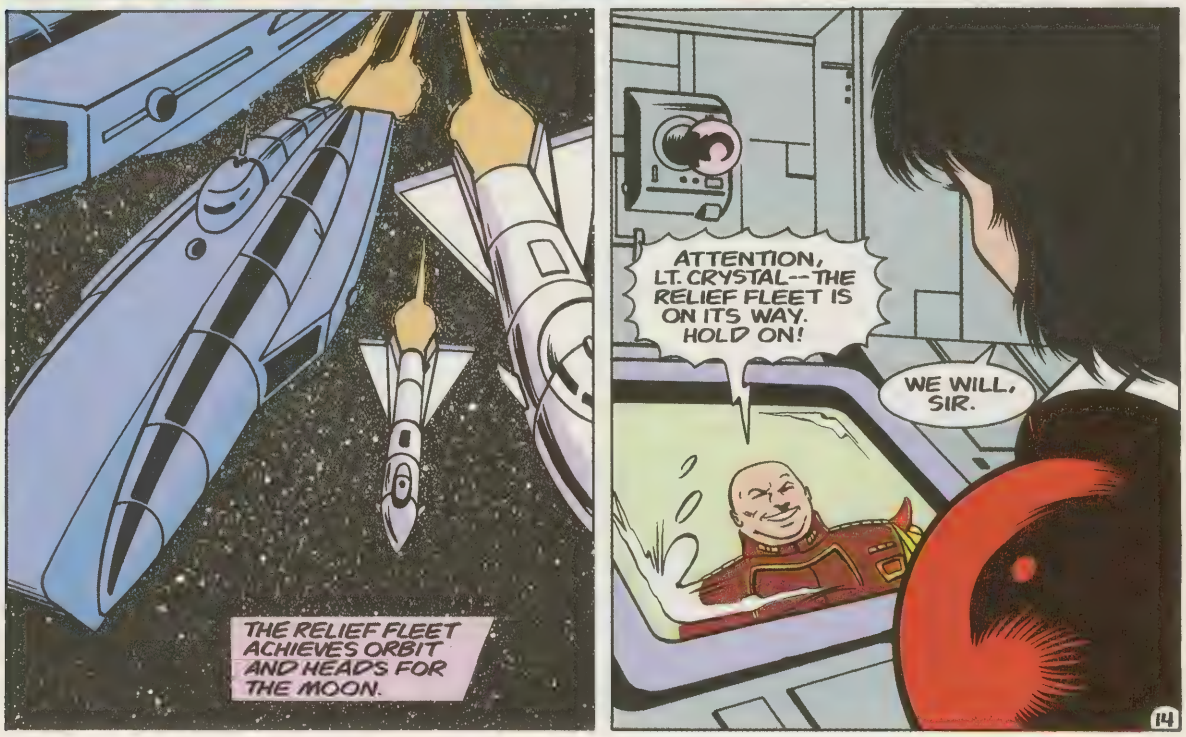

WHAT DO YOU MEAN, BARGING IN HERE, INTERRUPTING OUR DINNER? ZOR'S WITH ME!
OH YEAH? WHAT LIES DID YOU TELL HIM TO GET HIM TO GO WITH YOU?
LIES?! HOW'D YOU LIKE A FAT LIP?
HEY, ZOR, OL' BUDDY-- DON'T YOU THINK YOU SHOULD GRAB ONE OR THE OTHER AND SPLIT?
HEY!
WHAT A LITTLE CHICKEN! CAN'T EVEN STAY HERE AND FACE THE MUSIC.
OH, ZOR...
I DON'T UNDERSTAND WHAT'S HAPPENING TO ME!

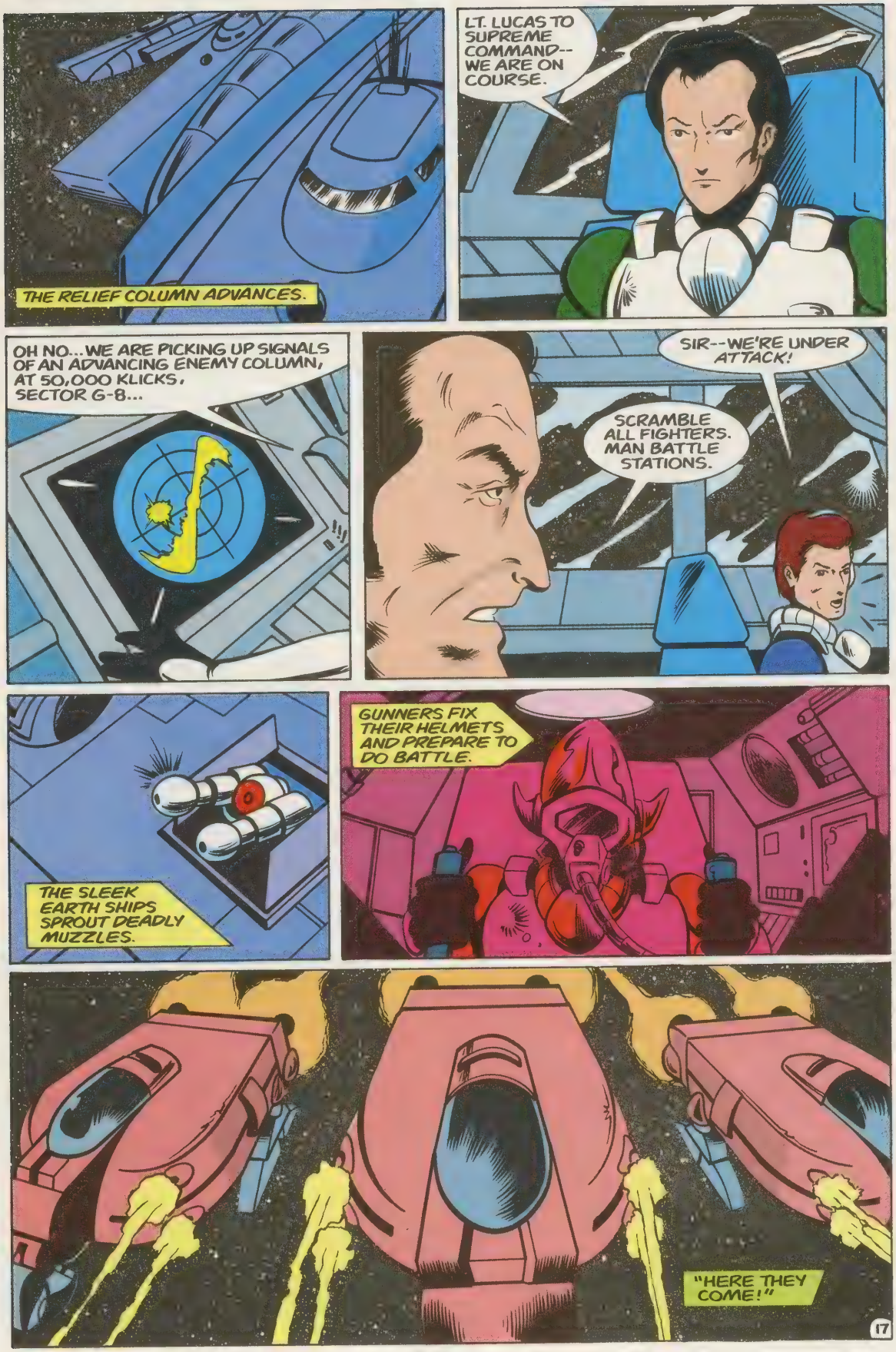
I DON'T KNOW WHO I AM ANYMORE... OHHH!
MESSAGE RECEIVED AND UNDERSTOOD...


ON THE OTHER SIDE OF MONUMENT CITY, THE LAST UNITS OF THE EMERGENCY FORCE ARE LIFTING OFF TO JOIN THEIR COMRADES ON THE RELIEF MISSION.
THERE THEY GO, ROLF. THE ENEMY WON'T BE EXPECTING US THIS SOON.


THE RELIEF FLEET ACHIEVES ORBIT AND HEADS FOR THE MOON.
ATTENTION, LT. CRYSTAL--THE RELIEF FLEET IS ON ITS WAY. HOLD ON!
WE WILL, SIR.

ATTENTION, CREW! I HAVE JUST RECEIVED CONFIRMATION FROM THE SUPREME COMMANDER HIMSELF-- THE RELIEF FLEET IS ON THE WAY.
YA-HOO!
THAT'S GOOD NEWS, LIEUTENANT.
ABOUT TIME.
I CAN'T WAIT TO GET BACK! I HOPE SEAN IS ALL RIGHT.
MEANWHILE, ABOARD THE ROBOTECH MASTERS' SHIP, MUSICA HAS BEEN BROUGHT BEFORE A COUNCIL TO DETERMINE HOW BADLY SHE HAS BEEN INFECTED BY THE MICRONIAN DISEASE KNOWN AS EMOTION.
NOW, THEN, MUSICA-- WHAT'S THIS ABOUT YOU REFUSING YOUR CHOSEN LIFE-MATE?
MASTER, IT IS TRUE. I CAN'T HELP IT...
DON'T YOU REALIZE YOU'RE JEOPARDIZING OUR VERY EXISTENCE?!

WHEN I MET THE MICRONIAN BOWIE, HE PLAYED FOR ME SONGS OF SUCH SWEETNESS...
I FAIL TO SEE HOW THIS COULD HAVE AFFECTED YOU SO.
OH, MASTERS-- I AM SO ASHAMED OF MY FEELINGS... AND YET I DO NOT WISH TO GIVE THEM UP...
SILENCE! YOU WILL GIVE THEM UP IMMEDIATELY! WE CANNOT TOLERATE THIS DISOBEDIENCE!
OOOH!
MASTERS-- WHAT IS WRONG WITH HER?
THIS IS A HUMAN CHARACTERISTIC CALLED FAINTING. THE DISEASE IS EVEN WORSE THAN WE THOUGHT.


THE RELIEF COLUMN ADVANCES.
LT. LUCAS TO SUPREME COMMAND-- WE ARE ON COURSE.
OH NO...WE ARE PICKING UP SIGNALS OF AN ADVANCING ENEMY COLUMN, AT 50,000 KLICKS, SECTOR G-8...
SIR--WE'RE UNDER ATTACK!
SCRAMBLE ALL FIGHTERS. MAN BATTLE STATIONS.
THE SLEEK EARTH SHIPS SPROUT DEADLY MUZZLES.
GUNNERS FIX THEIR HELMETS AND PREPARE TO DO BATTLE.
"HERE THEY COME!"

THE COMICO BLIMP

"Is color the difference?"

This question is often asked when one tries to determine why any Comico title stands out as the quality comic that it is. While the true answer lies in the affection that everyone involved with Comico has for our work, and in our commitment to have our readers treated to the best comics available, we do have to admit that we go an extra mile to have the color in our comics be special.

We have always employed the leading systems for producing color in our comics. With process color, we have experimented, refined, and pioneered gray-line and blue-line techniques of full-color application to create original color artwork that is then scanned by computer-controlled lasers to present the lavish, textured, full color of *Mage, Jonny Quest,* and our fine graphic novels. Working with the incredible technological advances in color separation, we have helped establish a new opening for how process color can be presented in comics while preserving the black line art that is the staple of the medium's graphic image.

Most of our comics, however, are produced in flat color, or, as it is also known, fake process color—the same system that has been used to produce color comics since 1895. Much decision goes into the choice of flat color over process color. We try to use the system that is best suited for the title in question, often turning to flat color for its ability to provide consistent, brilliant, unmodeled color that creates a crisp graphic effect. The flat-color system has its limitations; however, we continually press them, stretching the horizon for better color.

The traditional flat-color system, which is still used in most comics today, consists of only 63 colors that are produced by the combination of three percentages each of yellow, red, and blue, which are coded using letters and numbers. The colors are represented in tints of 20% (Y2, R2, B2); 50% (Y3, R3, B3); and 100% (Y, R, B). The limited range of color in this "50%" system would create a garish effect on the bright white paper that we use in place of the standard, pulpy newsprint of traditional comics. To compensate for the lack of variety in the 50% system, Comico incorporates a 70% tint of each color (Y4, R4, B4), plus 10% and 20% shades of black (K1, K2). These additions provide a range of 372 colors, two values of gray, and black and white—creating over five times the amount of color that is available in the average comic book.

A warm thanks must go out to fine comic artist **Murphy Anderson** and to his son **Murph** (both of whose work you can see in this month's issue of *Jonny Quest*). With their company, Visual Concepts, they make this upgraded flat-color system available to us. Their patience and guidance have helped us to learn and perfect our use of this system, and to push its limits with spectacular airbrush and color-hold effects that are conjured up by our crafty colorists, **Kurt Mausert** and **Tom Vincent.**

Collaborating with Visual Concepts, Comico has recently published the *Comico Color Grid*—the first accurate color chart that represents each of the possible colors and its correct code. It is being made available to our colorists, and to the industry, as a tool for making the use of the flat-color system simpler and more precise.

Our innovations with color have helped advance the comics medium and enhanced your ability to enjoy it. Share your experience of quality comics with your friends who only remember how comics "used to be." Check out their reactions! You will have done your part to promote the image of comics by turning new people on to a medium that you already know is great.

Spread the word!

Colorfully yours,
Gerry Giovinco
Co-Publisher

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Coming from COMICO...

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ELEMENTALS #12: *What kind of dreams do you have when a L.A.W.'s rocket just put a hole through you? Weird ones. "Halflife" is a terrifying and unforgettable journey through the mind of Monolith by writer/penciller* ***Bill Willingham*** *and new regular inker* ***Keith Wilson.***

JONNY QUEST #9: *When the sun goes down in a small town, panthers and mysterious men in black prowl the woods. The Quest team discovers why in "A Fire In Green Meadows" by writer* ***William Messner-Loebs*** *and artist* ***Murphy Anderson.*** *Wraparound cover painting by* ***Tim Truman.***

ROBOTECH Masters #14: *The Masters fear they've been contaminated by the most deadly force of all — emotion! Things get warmer between Sean and Marie, while Dana's feelings for Zor grow more confused. "Clone Chamber" is scripted by* ***Mike Baron,*** *pencilled by* ***Neil Vokes*** *and inked by* ***Tom Poston.***

Shipping March 6th
Newsstand titles on sale 3/31/87

GRENDEL #6: *Things start to come to a head. Regina is interrogated by Argent. Christine becomes firm in her conviction and makes decisive moves against Tujiro. The Grendel saga continues with writer* ***Matt Wagner,*** *pencillers* ***Arnold*** *and* ***Jacob Pander,*** *and inker* ***Jay Geldhof.***

JUSTICE MACHINE #3: *The all-new, all-different Justice Machine battles the all-old, very confused Justice Machine. Plus a special solo story pitting Challenger against the one enemy he thought he would never face! Written by* ***Tony Isabella*** *and illustrated by* ***Mike Gustovich.***

ROBOTECH The New Generation #14: *While journeying through the forest, Annie encounters a young tribal prince — and falls in love! Don't miss "Annie's Wedding," by scripter* ***Jack Herman,*** *penciller* ***Reggie Byers,*** *and new inker* ***Rich Rankin.***

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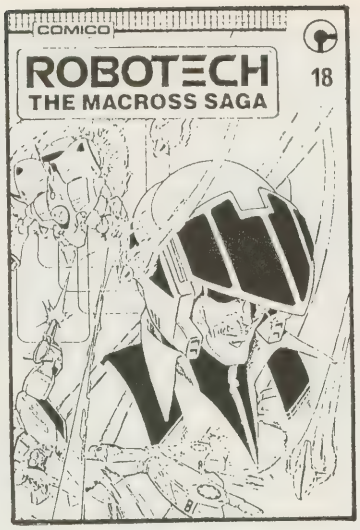

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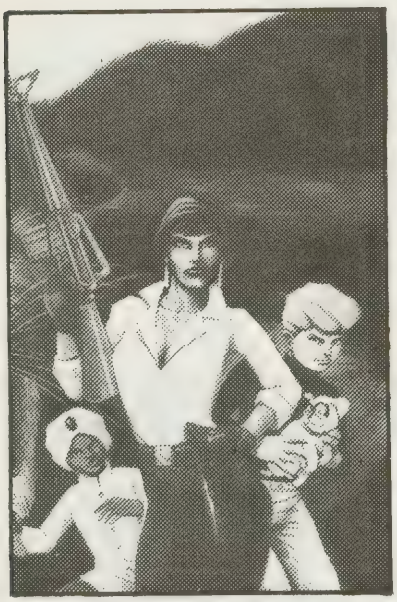

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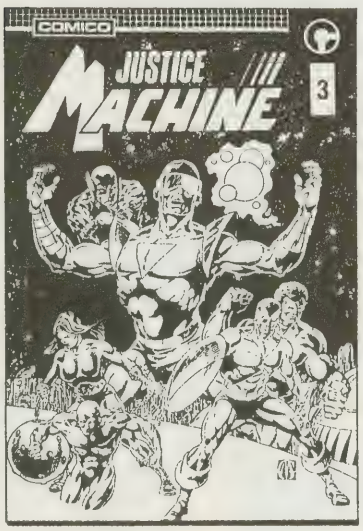

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Coming from COMICO...

Shipping March 20th
Newsstand titles on sale 4/30/87

COMICO CHECKLIST #6: *Extra! Extra! Read all about it! Comico The Comic Company announces future projects, upcoming stories, and new products! All-new cover art featured, plus much, much more, in the collectable COMICO CHECKLIST #6! Get it while it's hot! A splendid time is guaranteed for all!*

JONNY QUEST #10: *While on a visit to the British Isles, Jonny and Hadji are transported back to the court of King Richard III to watch history transform itself before their very eyes! "Winters of Discontent" is written by* ***William Messner-Loebs*** *and illustrated by* ***Marc Hempel, Mark Wheatley,*** *and* ***Kathryn Mayer.***

ROBOTECH The Macross Saga #18: *At last, the heartbreaking story of the final mission of Roy Fokker. A milestone in the ROBOTECH saga, "Farewell, Big Brother" introduces the new regular creative team of scripter* ***Markalan Joplin,*** *penciller* ***Mike Leeke,*** *and inker* ***Mike Chen.***

Shipping April 3rd
Newsstand titles on sale 4/30/87

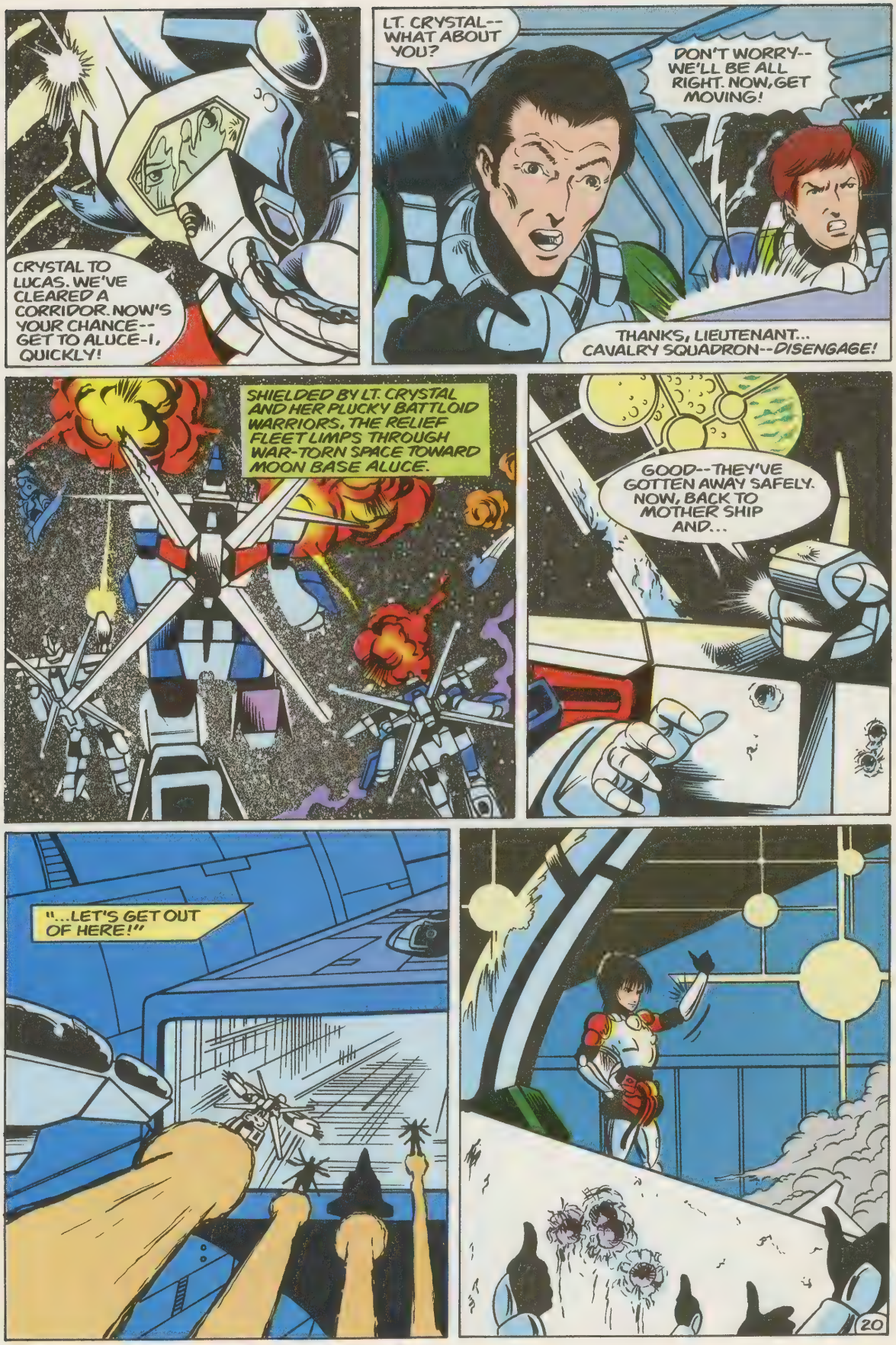
GRENDEL #7: *The war between Grendel and Tujiro reaches its breaking point, as the two meet in a battle of epic proportions. A blood-curdling tale written by* ***Matt Wagner,*** *pencilled and inked by the* ***Pander Bros.***

JUSTICE MACHINE #4: *The Machiners attend one of the strangest of all Earth rituals—the comic book convention! In the midst of the fun and excitement, they don't realize that someone has planted a bomb—until it's too late! An explosive mix of humor and drama from writer* ***Tony Isabella*** *and artist* ***Mike Gustovich.***

ROBOTECH MASTERS #15: *Marie Crystal and Sean Phillips plan a very special date, but not all goes as they had hoped when she learns the truth about his secret past! Don't miss "Love Song," written with heart by* ***Mike Baron,*** *lovingly pencilled by* ***Neil Vokes,*** *and passionately inked by* ***Tom Poston.***

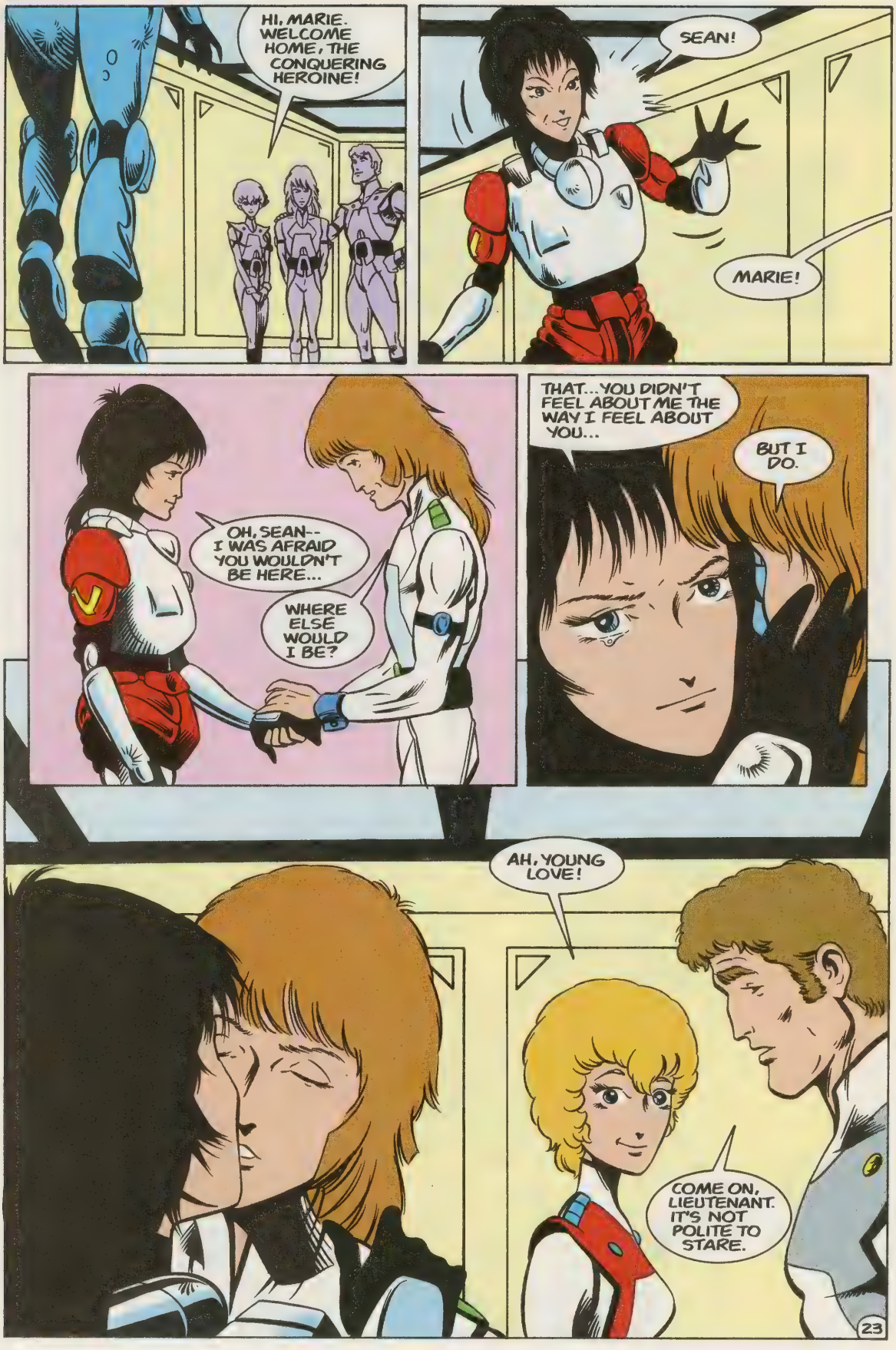
NEWLY MANUFACTURED BIOROIDS EMERGE FROM THE ALIEN CRAFT AND THE BATTLE IS JOINED.
THE SURPRISED EARTH FLEET IS NO MATCH FOR THE ENEMY.
SQUADRON LEADER ALPHA TO LT. LUCAS-- WE'RE GETTING GROUND TO HAMBURGER, SIR. REQUEST IMMEDIATE SUPPORT.
LT. LUCAS TO ALUCE! WE ARE BADLY OUTNUMBERED-- CAN YOU PROVIDE ASSISTANCE?
LT. CRYSTAL TO AIR CAVALRY ONE--AYE AYE, SIR. WE'RE LIFTING OFF NOW. WE'LL DO OUR BEST.
OKAY, TROOPS-- PICK YOUR TARGETS AND FIRE AT WILL!
LOOKS LIKE IT'S UP TO THE COVERED WAGONS TO SAVE THE CAVALRY!

THIS HAPPENED TOO FAST! HOW DID THE ENEMY FIND OUT THAT THE RELIEF FLEET WAS ON ITS WAY?
KA-WHOOM
VWAMM
I DON'T BELIEVE IT! WE'RE TAKING THEM COMPLETELY BY SURPRISE! THEY NEVER EXPECTED AN ATTACK FROM THE MOON!
BOOM
BOOM
BOOM
SWITCH TO BATTLOID MODE.
OKAY, PAL. CHEW ON THIS!
KA-BOOM


CRYSTAL TO LUCAS. WE'VE CLEARED A CORRIDOR. NOW'S YOUR CHANCE-- GET TO ALUCE-1, QUICKLY!
LT. CRYSTAL-- WHAT ABOUT YOU?
DON'T WORRY-- WE'LL BE ALL RIGHT. NOW, GET MOVING!
THANKS, LIEUTENANT... CAVALRY SQUADRON--DISENGAGE!
SHIELDED BY LT. CRYSTAL AND HER PLUCKY BATTLOID WARRIORS, THE RELIEF FLEET LIMPS THROUGH WAR-TORN SPACE TOWARD MOON BASE ALUCE.
GOOD--THEY'VE GOTTEN AWAY SAFELY. NOW, BACK TO MOTHER SHIP AND...
"...LET'S GET OUT OF HERE!"
20

MY LORDS--I REGRET TO INFORM YOU THAT WE HAVE FAILED TO STOP THE RELIEF FLEET.
ZOR'S INFORMATION MENTIONED ONLY THE EXISTENCE OF THE EARTH FLEET KNOWN AS AIR CAVALRY ONE. WE WERE TAKEN BY SURPRISE WITH THE SUDDEN ARRIVAL OF THE MICRONIAN FORCE RETURNING FROM THE MOON!
THIS IS ALL THE EVIDENCE WE NEED-- WE CAN NO LONGER DEPEND ON ZOR PRIME'S TRANS-MISSIONS.
THAT IS CORRECT. THE BIOROID CLONE HAS BEEN OVEREXPOSED TO THE EMOTIONAL CONTAGIONS OF HUMANITY. BUT THERE IS A MATTER OF MORE IMMEDIATE CONCERN TO BE DISCUSSED.
MUSICA IS BUT AN EXAMPLE OF THE GENERAL UPSURGE IN EMOTIONALITY AND COUNTERPRODUCTIVE BEHAVIOR-- SIMILAR TO WHAT HAPPENED TO THE ZENTRAEDI WHEN THEY TRIED TO RECOVER THE PROTOCULTURE.
IT SEEMS THE TIME HAS ARRIVED TO BEGIN FULL PRODUCTION OF OUR INVID FIGHTERS.

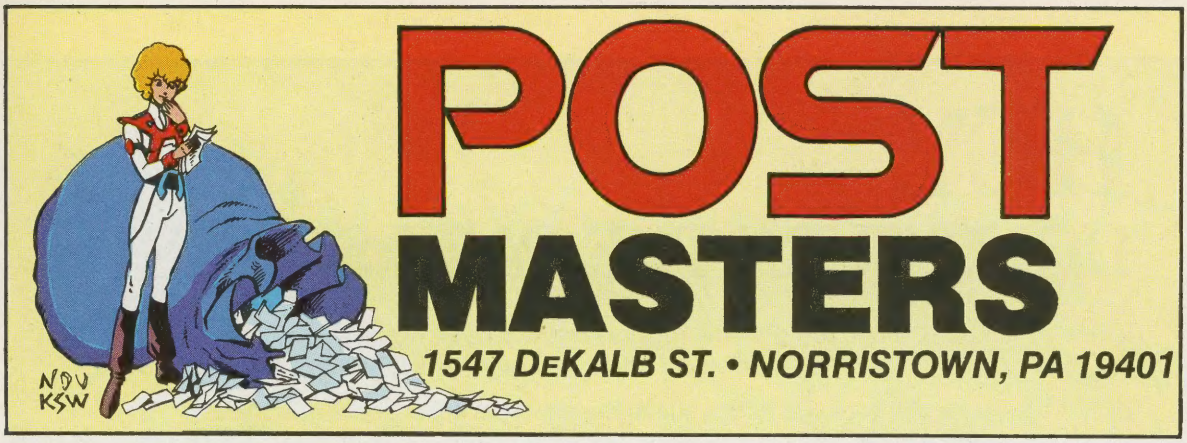
YES, MY LORD. I FIRMLY BELIEVE IT'S THE BEST HOPE WE HAVE OF ENSURING THE SURVIVAL OF OUR CIVILIZATION.
WELL THEN?
BEGIN FULL PRODUCTION!
EARTH.
LT. CRYSTAL, I GATHER IT'S LARGELY DUE TO YOUR INTERVENTION THAT CAVALRY ONE MADE IT SAFELY TO THE MOON.
THANK YOU, LIEUTENANT.
YES, SIR. THANK YOU, SIR.
THAT IS ALL. DISMISSED.


HI, MARIE. WELCOME HOME, THE CONQUERING HEROINE!
SEAN!
MARIE!
OH, SEAN-- I WAS AFRAID YOU WOULDN'T BE HERE...
WHERE ELSE WOULD I BE?
THAT...YOU DIDN'T FEEL ABOUT ME THE WAY I FEEL ABOUT YOU...
BUT I DO.
AH, YOUNG LOVE!
COME ON, LIEUTENANT. IT'S NOT POLITE TO STARE.

OFFICE OF SUPREME EARTH COMMAND.
WELL, WELL... SO THE RELIEF FORCE WAS DOOMED TO FAILURE, WAS IT?
SIR, WE WERE LUCKY.
LUCK, IS IT? WELL, I HAVE A SURPRISE FOR YOU, GENERAL EMERSON.
YOU KNOW WHAT YOUR PROBLEM IS, ROLF? YOU'VE BEEN DESK-BOUND TOO LONG! YOU'VE FORGOTTEN THE FEEL OF COMBAT!
15th ARMORED SQUADRON BARRACKS.
HEY, TROOPS!
WAIT'LL YOU HEAR!
GANGWAY!
LOUIE! WHAT'S WRONG?
24

SIT DOWN BEFORE YOU FALL DOWN!
TAKE IT EASY, LOUIE!
WE KNOW ALL ABOUT IT! THE COLUMN MADE IT BACK TO EARTH, AND MARIE MADE IT BACK TO MY LOVIN' ARMS!
NO, THAT'S NOT IT! IT'S MOST CURIOUS...
ARE YOU GONNA TELL US, OR DO WE HAVE TO GUESS?
C'MON, LOUIE -- SPIT IT OUT!
WELL, THE COMMANDER OF THE SECOND OFFENSIVE HAS JUST BEEN APPOINTED...
...AND IT'S GENERAL EMERSON! THEY'VE APPOINTED GENERAL EMERSON!

GENERAL EMERSON?! IT'S UNBELIEVABLE!
"POOR BOWIE. HIS VERY OWN GODFATHER, THE CHIEF OF STAFF, HAS BEEN APPOINTED TO LEAD THIS DANGEROUS OFFENSIVE..."



We're taking a special "time out" this issue to present a sampling of your letters on *Robotech: The Graphic Novel*. We'll return to our regularly scheduled edition of "Post Masters" next time!

Dear Comico,

I've been sending you letters on almost every issue of *Robotech* published, and even though none of my letters have ever been printed, I think it's only fitting to offer my thoughts on *Robotech: The Graphic Novel*.

First, I would like to congratulate Carl Macek and Mike Baron on a fine story that introduces some new characters and expands on some old ones. I especially liked the greater role of Dr. Lang, who is only briefly seen in *The Macross Saga*.

Second, I offer my commendations to Neil Vokes, Ken Steacy, Bob Pinaha, and Tom Vincent on a remarkable and beautiful art job. In the pencils and inks, the attention to detail is apparent—and for the first time, I cannot find any objects, mecha, or faces that look out of proportion! Incredible! The coloring process, though different from that used in the regular comic, complements the pencils and inks, and really brings out the detail.

And last, but certainly not least, I would like to thank Comico. All of you in the office right now should give yourselves a big hand—you deserve it. If a big company like Marvel or DC had handled *Robotech*, the integrity of this fine series would be lost.

To your continued success!

Sincerely,
Matt Hoessl

Dear Robotech Pushers,

The *Robotech* Graphic Novel was excellent. Totally awesome. In my eyes, it did what it set out to do: fill in gaps in *Robotech* continuity. It introduced us to Zor, and what role he really played in the Robotech universe, and why he was so important to the Robotech Masters. We found out how the Robotech Masters knew so much about the Invid, why the Invid followed them to Earth, and why the Masters wanted to get away before the Invid arrived. We learned about how the SDF-1 landed on Earth and why it came here. We saw the cast of *The Macross Saga* here before they evolved into their *Robotech* series form. We got a glimpse of Rick Hunter's childhood and found out why he became such a good pilot. We saw how Captain Gloval got involved with the SDF-1 project. We got a glimpse of the Robotech Masters and their handhold over the Zentraedi. We saw Fokker in combat and we saw Colonel T.R. Edwards, Fokker's battletime nemesis.

The *Robotech* Graphic Novel also had a good script by Mike "The Nexing Badger" Baron. Neil Vokes did a good job on pencils and Ken Steacy added marvelous inks to this marvelous book. Ken Steacy is an excellent artist and deserves to be seen more.

"Genesis: Robotech" was a tremendous story and its creators deserve recognition for this. Its writer, artists, editor, colorist, letterer, production department, and everyone else all deserve a round of applause for a job well done.

Jon Thomas
Canton, MI

Dear Diana,

I just wanted to write to tell you and all involved that I think that the work you're doing on all three *Robotech* titles is superb.

I'm a new *Robotech* fan. However, I'm more fortunate than most new fans, because I've been buying the comics since *Macross #1*. I picked it up at a comic shop purely as an afterthought. I didn't even read it. Although I never read that issue, I continued to buy every issue of *Robotech* as it was released. I didn't read those either. I suppose it was because I'd categorized them with *G.I. Joe, Transformers*, and other half-hour syndicated commercials. For that, I apologize. *Robotech's* origins in Japanese animation should have told me it was of higher quality.

Anyway, then I bought the graphic novel . . . and I read it. Wonderful! I started wondering what I might have been missing. I dug out all of the *Robotech* comics I'd bought and started reading them. I wasn't disappointed. Now I'm hooked.

Keep up the good work!

Dean Arashiro
Denver, CO

To the Creative Team of Comico:

As I read through the pages of the *Robotech* Graphic Novel, my eyes were held in complete amazement. All I could think of as I turned each page was: Vokes! Steacy! Vincent! It took me almost an hour to get through the entire book—I just couldn't take my eyes off each individual panel, because of the enthralling artwork! I have to tell ya: The talent your artists possess really shows, and I can't wait to see more of their fine work.

And let us not forget the brainstorming of Carl Macek and Mike Baron, and the perfectionism of Bob Pinaha and dear Diana Schutz. Great job.

Carl Macek's plot and Mike Baron's scripting bring up intriguing thoughts like: Dolza feeling sympathy and reverence towards Zor's peaceful cause; and the suggestion that Earth was one of Zor's uncharted protoculture gardens.

You people really outdid yourselves, and I only wish the novel cleared up some other minor points—like, how did the personal lives of the main characters lead them to Macross Island? Oh well, I guess that wouldn't be feasible to pack all into one story—hint! As for now, I'll keep reading and watching *Robotech*. And as Carl Macek says, "The best is yet to come."

Sincerely,
Mike Rydwell
San Bernardino, CA

Dearest Comico:

Hi! Having read your monumental accomplishment, "Genesis: Robotech," more than once, I just *had* to contact you and say how great *every* single aspect of the novel is! The artwork, lettering, cover, layout, coloring, and editing are all *magnificent!*

After reading comics for 26 years, I thank God for the pinnacle of artistry and talent: Comico! The natural abilities of the men and women of Comico surpass all others. I stand in awesome reverence of your work on *Robotech*—especially *The Macross Saga*, my favorite.

Dear Diana Schutz: Here's my special praise for your singularly outstanding editing performance! Women do excellent work and you excel beyond all other editors! The stories you produce flow wonderfully—I'm very impressed!

With the excellence of Comico at my comic store, all other comics are in my past.

My heartfelt wishes to every man and woman at Comico for excellent health and happiness, as well as my sincerest and deepest thanks for simply being you!

Forge ahead—you've got the power!

Sincerely,
Robert S. Lindley
Pomona, CA

—Whew! Are we blushing yet?!

HEY,
DON'T TURN THE PAGE SO FAST!

Where do you think you're going? Come back here. Just because this page isn't filled with wild and colorful graphics does not mean you can breeze through here faster than the speed of light.

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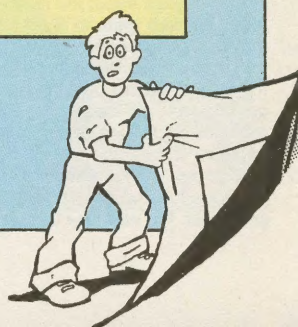

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